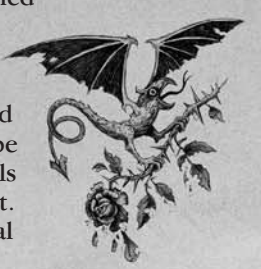
Mordheim Architecture

By Nigel Stillman

In our second installment of Mordheim Architecture, Nigel Stillman explains just how easy it can be to make your own ruined buildings for your battles in the City of the Damned.

The idea of fighting Warhammer battles with small bands of warriors running about and hiding in the streets of a ruined medieval city opens up vast possibilities for fantastic scenery. As a fantasy landscape, this is something completely new. Players of Warhammer 40,000 and Necromunda have long been used to playing games set in ruined cities, but who would have thought you could do the same thing in an age of swords and sorcery?

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined, varying from totally demolished to areas where only part of a building has been destroyed. leaving the rest of it precariously intact, and on into parts of the city which are only slightly damaged, but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones and often the stone built lower stories of buildings still stand, while the rest has been destroyed. This then is the setting we should aim to recreate for our games of Mordheim.

The entire battlefield (an area 4x4', suitable for a skirmish game) needs to be covered in ruined buildings, separated by streets. To make the battlefield interesting, the streets need to be narrow and winding, opening up now and again into a square or market place. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally we want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else we could think of that might be found in Mordheim. They should look as if they were built of stone or timber or a mixture of both, and all be ruined to varying extents so that it is possible to move models into them. The doors and windows should be open to permit models to enter and shoot. There should be several